# Button

**Property Drawer Name:** ButtonDrawer

**Attribute Name:** ButtonAttribute

**Description:** Creates a button in the inspector for class methods

**Usage:**

[Button(nameof(foo))]//place Button Attribute on bool

[SerializeField]//Ensures the button is seen in the inspector

bool button\_foo;//for convention, put “button\_” followed by the function name

public void foo(){...}

# Disable On Play

**Property Drawer Name:** DisableOnPlayPropertyDrawer

**Attribute Name:** DisableOnPlayAttribute

**Description:** Disables or hides a variable in the inspector when the game is playing

**Usage:**

**For Disable:**

[DisableOnPlay]

public int health;

OR

[DisableOnPlay(false)]

public int health;

**For Hide:**

[DisableOnPlay(true)]

public int health;